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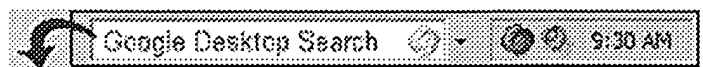
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1 [Cache coherence protocols: evaluation using a multiprocessor simulation model](#)



James Archibald, Jean-Loup Baer

September 1986 **ACM Transactions on Computer Systems (TOCS)**, Volume 4 Issue 4**Publisher:** ACM PressFull text available: [pdf\(1.79 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Using simulation, we examine the efficiency of several distributed, hardware-based solutions to the cache coherence problem in shared-bus multiprocessors. For each of the approaches, the associated protocol is outlined. The simulation model is described, and results from that model are presented. The magnitude of the potential performance difference between the various approaches indicates that the choice of coherence solution is very important in the design of an efficient shared-bus multi ...

2 [Document Formatting Systems: Survey, Concepts, and Issues](#)



Richard Furuta, Jeffrey Scofield, Alan Shaw

September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3**Publisher:** ACM PressFull text available: [pdf\(5.36 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

3 [Improved hierarchical bit-vector compression in document retrieval systems](#)



A. S. Fraenkel, S. T. Klein, Y. Choueka, E. Segal

September 1986 **Proceedings of the 9th annual international ACM SIGIR conference on Research and development in information retrieval****Publisher:** ACM PressFull text available: [pdf\(826.33 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The "concordance" of an information retrieval system can often be stored in form of bit-maps, which are usually very sparse and should be compressed. Hierarchical bit-vector compression consists of partitioning a vector v_i into equi-sized blocks, constructing a new bit-vector v_{i+1} which points to the non-zero blocks in v_i , dropping the zero-blocks of v_i

4 [Documentation of programming tasks as an aid to adoption of a standard](#)



Andrew Oram

December 1993 **StandardView**, Volume 1 Issue 2**Publisher:** ACM Press

Full text available:  pdf(710.38 KB) Additional Information: [full citation](#), [references](#), [index terms](#), [review](#)


5 Organizational obstacles to interface design and development: two participant-observer studies



Steven E. Poltrock, Jonathan Grudin

March 1994 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 1 Issue 1

Publisher: ACM Press

Full text available:  pdf(2.27 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The development of human-computer interfaces was studied in two large software product development organizations. Researchers joined development projects for approximately one month and participated in interface design while concurrently interviewing other project participants and employees, recording activity in meetings and on electronic networks, and otherwise observing the process. The two organizations differed in their approaches to development, and, in each case, the approach differed ...

6 Precision Weighting—An Effective Automatic Indexing Method



C. T. Yu, G. Salton

January 1976 **Journal of the ACM (JACM)**, Volume 23 Issue 1

Publisher: ACM Press

Full text available:  pdf(828.82 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


A great many automatic indexing methods have been implemented and evaluated over the last few years, and automatic procedures comparable in effectiveness to conventional manual ones are now easy to generate. Two drawbacks of the available automatic indexing methods are the absence of reliable linguistic inputs during the indexing process and the lack of formal, analytical proofs concerning the effectiveness of the proposed methods. The precision weighting procedure described in t ...

7 Special issue in parallelism in database systems: Query processing and inverted indices in shared: nothing text document information retrieval systems

Anthony Tomasic, Hector Garcia-Molina

July 1993 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 2 Issue 3

Publisher: Springer-Verlag New York, Inc.

Full text available:  pdf(1.65 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The performance of distributed text document retrieval systems is strongly influenced by the organization of the inverted text. This article compares the performance impact on query processing of various physical organizations for inverted lists. We present a new probabilistic model of the database and queries. Simulation experiments determine those variables that most strongly influence response time and throughput. This leads to a set of design trade-offs over a wide range of hardware configur ...

Keywords: file organization, full text information retrieval, inverted file, inverted index, performance, query processing, shared-nothing, striping

8 Reverse engineering to the architectural level



David R. Harris, Howard B. Reubenstein, Alexander S. Yeh

April 1995 **Proceedings of the 17th international conference on Software engineering**

Publisher: ACM Press


Full text available:  [pdf\(948.57 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

9 Passage-level evidence in document retrieval

James P. Callan

August 1994 **Proceedings of the 17th annual international ACM SIGIR conference on Research and development in information retrieval**

Publisher: Springer-Verlag New York, Inc.

Full text available:  [pdf\(805.57 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)


10 Information retrieval using impression of documents as a clue



F. Hirabayashi, H. Matoba, Y. Kasahara

May 1988 **Proceedings of the 11th annual international ACM SIGIR conference on Research and development in information retrieval**

Publisher: ACM Press

Full text available:  [pdf\(1.26 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Proposed here is an internal representation and mapping method for multimedia information in which retrieval is based on the impression documents are desired to make. A user interface design for a system using this method is also proposed. The proposed internal representation and mapping method represents each desired document impression as an axis in a semantic space. Documents are represented as points in the space. Queries are represented as subspaces. The proposed user interf ...


11 Query processing in a multimedia document system



Elisa Bertino, Fausto Rabbiti, Simon Gibbs

January 1988 **ACM Transactions on Information Systems (TOIS)**, Volume 6 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(2.94 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Query processing in a multimedia document system is described. Multimedia documents are information objects containing formatted data, text, image, graphics, and voice. The query language is based on a conceptual document model that allows the users to formulate queries on both document content and structure. The architecture of the system is outlined, with focus on the storage organization in which both optical and magnetic devices can coexist. Query processing and the different strategies ...

12 The development of the General Purpose Simulation System (GPSS)



Geoffrey Gordon

January 1978 **ACM SIGPLAN Notices , The first ACM SIGPLAN conference on History of programming languages HOPL-1**, Volume 13 Issue 8

Publisher: ACM Press

Full text available:  [pdf\(1.75 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The General Purpose Simulation System (GPSS) is a programming system designed for the simulation of discrete systems. These are systems that can be modeled as a series of state changes that occur instantaneously, usually over a period of time. Complexities in their analysis arise because there are many elements in the system, and there is competition for limited system resources. The simulation technique uses numerical computation methods to follow the system elements through their changes ...


13 Intermedia: A case study of the differences between relational and object-oriented database systems



Karen E. Smith, Stanley B. Zdonik

December 1987 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications OOPSLA '87**, Volume 22 Issue 12

Publisher: ACM Press

Full text available:  [pdf\(1.57 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper compares two approaches to meeting the data handling requirements of Intermedia, a hypermedia system developed at the Institute for Research in Information and Scholarship at Brown University. Intermedia, though written using an object-oriented programming language, relies on a traditional relational database management system for data storage and retrieval. We examine the ramifications of replacing the relational database with an object-oriented database. We begin by des ...

14 Two approaches to modularity: comparing the STOP approach with structured writing



Robert E. Horn

August 1999 **ACM SIGDOC Asterisk Journal of Computer Documentation**, Volume 23 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(604.76 KB\)](#)

Additional Information: [full citation](#), [index terms](#)


15 The design and implementation of SOLAR, a portable library for scalable out-of-core linear algebra computations



Sivan Toledo, Fred G. Gustavson

May 1996 **Proceedings of the fourth workshop on I/O in parallel and distributed systems: part of the federated computing research conference**

Publisher: ACM Press

Full text available:  [pdf\(1.63 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

16 Algorithm selection: a quantitative computation-intensive optimization approach



Miodrag Potkonjak, Jan Rabaey

November 1994 **Proceedings of the 1994 IEEE/ACM international conference on Computer-aided design**

Publisher: IEEE Computer Society Press

Full text available:  [pdf\(647.80 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Given a set of specifications for a targeted application, algorithm selection refers to choosing the most suitable algorithm for a given goal, among several functionally equivalent algorithms. We demonstrate an extraordinary potential of algorithm selection for achieving high throughput, low cost, and low power implementations. We introduce an efficient technique for low-bound evaluation of the throughput and cost during algorithm selection and propose a relaxation-based heuristic ...

17 A defense view of software engineering



William A. Whitaker

October 1976 **Proceedings of the 2nd international conference on Software engineering**

Publisher: IEEE Computer Society Press

Full text available:  [pdf\(497.75 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Department of Defense is engaged in a number of management initiatives to improve the cost and quality of Defense software systems. A new DoD Directive 5000.29 provides guidelines for management and technology to promote software engineering in the DoD. A major Defense-wide initiative is a thrust toward common programming languages. An HOL Working Group has set unified requirements for DoD languages and in evaluating existing languages against these requirements. Interim common language ...

Keywords: Department of defense, High order languages, Programming languages, Requirements, Software, Software engineering

18 Browsing and querying in online documentation: a study of user interfaces and the interaction process



Morten Hertzum, Erik Frøkjær

June 1996 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 3 Issue 2

Publisher: ACM Press

Full text available: pdf(340.16 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A user interface study concerning the usage effectiveness of selected retrieval modes was conducted using an experimental text retrieval system, TeSS, giving access to online documentation of certain programming tools. Four modes of TeSS were compared: (1) browsing, (2) conventional boolean retrieval, (3) boolean retrieval based on Venn diagrams, and (4) these three combined. Further, the modes of TeSS were compared to the use of printed manuals. The subjects observed were 87 computing new ...

Keywords: documentation, interaction process, online manuals, usage effectiveness

19 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available: pdf(4.21 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

20 Implementing ranking strategies using text signatures



W. Bruce Croft, Pasquale Savino

January 1988 **ACM Transactions on Information Systems (TOIS)**, Volume 6 Issue 1

Publisher: ACM Press

Full text available: pdf(1.59 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Signature files provide an efficient access method for text in documents, but retrieval is usually limited to finding documents that contain a specified Boolean pattern of words. Effective retrieval requires that documents with similar meanings be found through a process of plausible inference. The simplest way of implementing this retrieval process is to rank documents in order of their probability of relevance. In this paper techniques are described for implementing probabilistic ranking ...

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www.cafe.edu/www-tags/TAG_SPAN.html

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